

Listing of Claims:

The listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A gaming system comprising:
 - a network server comprising a network server controller, the network server controller comprising a processor and a memory operatively coupled to said processor,
 - said network server controller ~~being~~ programmed to:
 - ~~receive request data relating to a request for a game;~~
 - receive preference data relating to preferences of a plurality of players, the preference data including first preference data for a first player and a second player,
 - receive request data relating to a request for a gaming routine suggestion, wherein the request data is associated with the first preference data,
 - ~~receive game characteristics data relating to game characteristics of a plurality of available games;~~
 - compare the first preference data with the preference data for said players in the plurality of players,
 - select, based on the comparing, a gaming routine from a plurality of different available gaming routines, wherein the gaming routine is associated with second preference data of a second player in the plurality of players,
 - ~~select a game from said plurality of available games by comparing said preferences of said first player with said preferences of said second player, and~~
 - ~~provide said game~~ identify the gaming routine in response to [[said]] the request for the gaming routine suggestion;[[,]]
 - a gaming apparatus operatively coupled to [[said]] the network server, [[said]] the gaming apparatus comprising: a display unit capable of generating video images, a value input device and a gaming apparatus controller comprising a processor and a memory operatively coupled to [[said]] the processor,
 - [[said]] the gaming apparatus controller being programmed to:
 - provide [[said]] the network server with [[said]] the request data,
 - receive game selection data relating to ~~said game~~ the gaming routine,

cause [[said]] the display unit to generate a game display relating to ~~said game~~ the gaming routine,

determine a value payout associated with an outcome of ~~said game~~ the gaming routine.

2. (Currently Amended) The gaming system as defined in claim 1,
wherein the network server is further programmed to ~~suggest said game which has been selected from said plurality of available games~~ provide said gaming routine responsive to the receipt of game selection data by the gaming apparatus.
3. (Canceled)
4. (Currently Amended) The gaming system as defined in claim 2, wherein [[said]] the second player preferences comprise preferences of a particular player demographic.
5. (Currently Amended) The gaming system as defined in claim 2, wherein [[said]] the network server controller is further programmed to select ~~an available game~~ the gaming routine by comparing a [[game]] gaming routine previously played by [[said]] the first player to [[said]] the plurality of different available ~~games~~ gaming routines.
6. (Currently Amended) The gaming system as defined in claim 2,
wherein [[said]] the network server controller is further programmed to provide previous game data relating to ~~a game previously played by said~~ the first player regarding the gaming routine to [[said]] the gaming apparatus, and
wherein [[said]] the gaming apparatus controller is further programmed to cause [[said]] the display unit to generate a game display relating to [[said]] the ~~previously played~~ previous game data.
7. (Currently Amended) The gaming system as defined in claim 2,
wherein [[said]] the gaming apparatus controller is further programmed to provide [[said]] the network server controller with a player identification, and

wherein ~~[[said]] the~~ network server controller is further programmed to receive player profile data relating to a player profile associated with ~~[[said]] the~~ player identification, ~~[[said]] the~~ player profile data comprising ~~[[said]] the~~ first player preferences preference data.

8. (Currently Amended) The gaming system as defined in claim 2,
wherein ~~[[said]] the~~ network server controller is further programmed to select a game characteristic from a plurality of game characteristics based upon ~~[[said]] the~~ first player preferences preference data ~~to provide a game characteristic selection comprising said selected game characteristic,~~

wherein ~~[[said]] the~~ gaming apparatus controller is further programmed to cause ~~[[said]] the~~ display unit to generate a game characteristic selection display relating to ~~[[said]] the~~ game characteristic selection, the game characteristic selection display configured to allow for selection of a first game characteristic option from a plurality of game characteristic options for the game characteristic, and

wherein ~~[[said]] the~~ gaming apparatus controller is further programmed to implement ~~[[a]] the~~ game characteristic according to the first game characteristic option from said game characteristic selection in said game the gaming routine.

9. (Currently Amended) A gaming apparatus, comprising:

a display unit;

a value input device;

a controller operatively coupled to ~~[[said]] the~~ display unit and ~~[[said]] the~~ value input device, ~~[[said]] the~~ controller comprising a processor and a memory operatively coupled to ~~[[said]] the~~ processor, ~~[[said]] the~~ controller being programmed to:

receive player preference data relating to preferences of a first player,

receive player type preference data of a player type relating to preferences of a second player type, plurality of players including a first player and a player type of a second player,

receive game characteristics data relating to game characteristics of a plurality of available games,

select a [[game]] gaming routine from [[said]] a plurality of different available games gaming routines by comparing [[said]] the player preference[[s]] data of said first player to [[said]] the player type preference[[s]] data of said player type of said second player, and cause [[said]] the display unit to generate a game selection display relating to said game selection which includes the selected gaming routine[[.]] cause said display unit to generate a game display relating to said game including poker, blackjack, slots, keno, or bingo, determine a value payout associated with an outcome of said game that is displayed.

10. (Currently Amended) The gaming apparatus as defined in claim 9, wherein the controller is further configured to:

receive an input indicating selection of the gaming routine via the game selection display;
and
cause the display unit to generate a game display of the gaming routine, wherein [[said]] the display unit comprises a video display unit that is capable of generating video images.

11. (Currently Amended) The gaming apparatus as defined in claim 10,
wherein [[said]] the controller is further programmed to cause a video image comprising an image of at least five playing cards to be displayed if [[said]] the game that is display[[ed]] comprises video poker,

wherein [[said]] the controller is further programmed to cause a video image comprising an image of a plurality of simulated slot machine reels to be displayed if [[said]] the game that is display[[ed]] comprises video slots,

wherein [[said]] the controller is further programmed to cause a video image comprising an image of a plurality of playing cards to be displayed if [[said]] the game that is display[[ed]] comprises video blackjack,

wherein [[said]] the controller is further programmed to cause a video image comprising an image of a plurality of keno numbers to be displayed if [[said]] the game that is display[[ed]] comprises video keno, and

wherein [[said]] the controller is further programmed to cause a video image comprising an image of a bingo grid to be displayed if [[said]] the game ~~that is~~ display[[ed]] comprises video bingo.

12. (Currently Amended) The gaming apparatus as defined in claim 9, wherein [[said]] the display unit comprises at least one mechanical slot machine reel.

13. (Canceled)

14. (Currently Amended) The gaming apparatus as defined in claim 9, wherein [[said]] the controller is further programmed to select at least one available game by comparing [[said]] the first player preferences to preferences of [[said]] a second player of the second player type and selecting a game associated with [[said]] the second player.

15. (Currently Amended) The gaming apparatus as defined in claim 14, wherein [[said]] the second player preferences comprise preferences of a particular player demographic.

16. (Currently Amended) The gaming apparatus as defined in claim 9, wherein [[said]] the controller is further programmed to select ~~at least one available game~~ the gaming routine by also comparing a [[game]] gaming routine previously played by [[said]] the first player to [[said]] the plurality of available games.

17. (Currently Amended) The gaming apparatus as defined in claim 9, wherein [[said]] the game selection display ~~comprises a display relating to~~ includes an option to select a [[game]] gaming routine previously played by [[said]] the first player, and wherein [[said]] the controller is further programmed to cause [[said]] the display unit to generate a game display relating to ~~said previously played game~~ the gaming routine.

18. (Currently Amended) The gaming apparatus as defined in claim 9, wherein [[said]] the controller is further programmed to receive identification data relating to the identity of [[said]] the first player, and

wherein ~~[[said]]~~ the controller is further programmed to receive player profile data relating to a player profile associated with ~~said player~~ the identity of the first player, ~~[[said]]~~ the player profile data comprising ~~said first player~~ the preferences of the first player.

19. (Currently Amended) The gaming apparatus as defined in claim 9,
wherein ~~[[said]]~~ the controller is programmed to select a game characteristic from a plurality of game characteristics based upon ~~[[said]]~~ the first player preferences to provide a game characteristic selection comprising ~~[[said]]~~ the selected game characteristic,
wherein ~~[[said]]~~ the controller is programmed to cause ~~[[said]]~~ the display unit to generate a game characteristic selection display relating to ~~[[said]]~~ the game characteristic selection,
wherein ~~[[said]]~~ the controller is programmed to implement the game characteristic from ~~[[said]]~~ the game characteristic selection in ~~[[said]]~~ the game that is displayed.

20. (Currently Amended) A gaming system comprising a plurality of gaming apparatuses as defined in claim 9, ~~[[said]]~~ the gaming apparatuses being interconnected to form a network of gaming apparatuses.

21. (Currently Amended) The gaming system as defined in claim 20, wherein ~~[[said]]~~ the gaming apparatuses are interconnected via the Internet.

22. (Currently Amended) A gaming apparatus, comprising:
a display unit;
a value input device;
a controller operatively coupled to ~~[[said]]~~ the display unit and ~~[[said]]~~ the value input device, ~~[[said]]~~ the controller comprising a processor and a memory operatively coupled to ~~[[said]]~~ the processor, the controller programmed to:

~~said controller being programmed to~~ receive preference data relating to preferences of a plurality of players, the preference data including first preference data for a first player and second preference data for [[and]] a second player, wherein the second player is different from the first player.

~~said controller being programmed to~~ select a game characteristic from a plurality of game characteristics associated with a ~~plurality of available games~~ gaming routine by comparing ~~[[said]] the first player preferences~~ preference data with a plurality of preferences of a second player the second preference data, wherein said second player is other than said first player, ~~said controller being programmed to~~

cause ~~[[said]] the~~ display unit to generate a game characteristic selection display relating to ~~[[said]] the game characteristic,~~ the game characteristic selection display configured to allow for selection of a first game characteristic option from a plurality of game characteristic options for the game characteristic.

~~said controller being programmed to~~ cause ~~[[said]] the~~ display unit to generate a game display relating to ~~one of the following games: poker, blackjack, slots, keno or bingo~~ the gaming routine, and

~~said controller being programmed to~~ implement the game characteristic according to the first game characteristic option in said one of said games that is displayed the gaming routine[[.]]

~~said controller being programmed to~~ determine a value payout associated with an ~~outcome of said one of said games that is displayed.~~

23. (Currently Amended) The gaming apparatus as defined in claim 22, wherein ~~[[said]] the~~ game characteristic comprises a payout table.
24. (Currently Amended) The gaming apparatus as defined in claim 22, wherein ~~[[said]] the~~ game characteristic comprises a game theme.
25. (Currently Amended) The gaming apparatus as defined in claim 22, wherein ~~[[said]] the~~ game characteristic comprises a minimum bet.
26. (Currently Amended) The gaming apparatus as defined in claim 22, wherein ~~[[said]] the~~ game characteristic comprises a game type.
27. (Canceled)

28. (Currently Amended) The gaming apparatus as defined in claim 22, wherein ~~[[said]]~~ the controller is further programmed to perform the selection by selecting, based on the comparison, ~~[[said]]~~ the game characteristic associated with ~~[[said]]~~ the second player.

29. (Canceled)

30. (Currently Amended) The gaming apparatus as defined in claim 22, wherein ~~[[said]]~~ the controller is programmed to select ~~[[a]]~~ the game characteristic by comparing a game characteristic of a ~~[[game]]~~ gaming routine previously played by ~~[[said]]~~ the first player to ~~[[said]]~~ the plurality of game characteristics.

31. (Canceled)

32. (Currently Amended) A gaming system comprising a plurality of gaming apparatuses as defined in claim 22, ~~[[said]]~~ the gaming apparatuses being interconnected to form a network of gaming apparatuses.

33. (Currently Amended) A gaming method, comprising:
receiving identification data relating to an identity of a first player;
receiving player profile data relating to a player profile associated with ~~said player identity~~ identification data, ~~[[said]]~~ the player profile comprising preference data relating to preferences of ~~[[said]]~~ the first player;

selecting a ~~[[game]]~~ gaming routine from a plurality of different available ~~games~~ gaming routines by comparing ~~said first player~~ preferences of the first player with a ~~plurality of~~ preferences of a second player wherein ~~[[said]]~~ the second player is other than ~~[[said]]~~ the first player; and
~~causing a game~~ displaying a game display of ~~said game including poker, blackjack, slots, keno or bingo~~ the gaming routine; and

~~determining a value payout associated with an outcome of said game represented by said game display comprising a video image.~~

34. (Currently Amended) The gaming method as defined in claim 33, ~~additionally further~~ comprising:

receiving game characteristics data relating to game characteristics of ~~said game~~ the gaming routine; and

comparing ~~[[said]]~~ the first player preferences to ~~[[said]]~~ the game characteristics data;
~~[[and]]~~

~~wherein selecting a game~~ the gaming routine further includes from the plurality of available games based on said comparing of ~~[[said]]~~ the first player preferences with ~~[[said]]~~ the game characteristics data.

35. (Currently Amended) The gaming method as defined in claim 33, wherein ~~[[said]]~~ the selecting the ~~[[game]]~~ gaming routine from the plurality of different available ~~games~~ gaming routines further comprises selecting a ~~[[game]]~~ gaming routine associated with ~~[[said]]~~ the second player based on the comparison.

36. (Currently Amended) The gaming method as defined in claim 33, ~~further comprising:~~
wherein the selecting the gaming routine from the plurality of different available gaming routines further comprises comparing a ~~[[game]]~~ gaming routine previously played by ~~[[said]]~~ the first player to ~~[[said]]~~ the different available ~~games~~ gaming routines; and

selecting ~~[[said]]~~ the previously-played ~~[[game]]~~ gaming routine from ~~[[said]]~~ the plurality of different available ~~games~~ gaming routines.

37. (Currently Amended) The gaming method as defined in claim 33, ~~additionally further~~ comprising:

~~causing displaying~~ a game display relating to a ~~[[game]]~~ gaming routine previously played by ~~[[said]]~~ the first player to be generated~~[:]~~

~~causing a game display relating to said previously played game to be generated.~~

38. (Currently Amended) The gaming method as defined in claim 33, additionally comprising:
selecting a game characteristic from a plurality of game characteristics based upon ~~[[said]]~~ the first player preferences;

~~to provide~~ providing a game characteristic selection display, the game characteristic selection display configured to allow for selection of a first game characteristic option from a plurality of game characteristic options for the game characteristic;

~~causing a game characteristic selection display relating to said game characteristic selection to be generated;~~

implementing the game characteristic according to the first game characteristic option in the gaming routine from said game characteristic selection in said game that is displayed.